

Bill Tyros. Software Engineer

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Montreal, Quebec, Canada

- I'm a software engineer with over 13 years of experience programming working in the video game industry, the VFX world, the financial sector and the hospitality industry.
- I love my work. Ask me to do anything and I'll figure out how to do it.

Skills / Technologies

- Languages: Python, C#, Ruby, Go, Typescript, Javascript, C++
- CI: Github Actions, Jenkins, Buddy, CircleCI

Work Experience

Senior Software Engineer @ Sonder (2022-Present)

- Developed dynamic pricing system in Python to price inventory based on supply/demand.
- Developed 3rd party distribution system in Ruby to sync inventory on Airbnb, Booking.com, Expedia, etc.
- Maintained gigantic legacy Ruby on Rails codebase.

Software Engineer @ Morgan Stanley (2019-2022)

- Developed system in Python to aggregate data from in-house and vendor sources, analyze and present it to devs (badges to encourage best practices) and to management (metrics/charts to guide decision-making).
- Developed self-service web apps in Typescript/Angular2 (querying agile/devops metrics, JIRA admin).

Programmer @ Framestore VR (2017-2019)

- Built an art asset pipeline for UE4, writing plugins in C++ and Python code to glue everything together.

Programmer @ Borealys Games (2016-2017)

- Developed UI and various gameplay systems in Unity (C#) on Mages of Mystralia.

Recent Personal Projects

- Caves of Qud game mods coded in C# through reverse engineering / patching.
- Tampermonkey scripts to link bookoutlet.ca with goodsreads.com to improve the browsing experience.

Education

Interactive Real Time Systems Development @ University of Sherbrooke (2016)

B.Sc. Software Engineering (Honours) @ McGill University (2015)